

Star Wars Galaxies Trading Card Game Scenario

Crazy Wookiees



Your travels bring you to the city of Kachirho on Kashyyyk. On the coast of the Wawaatt Archipelago, the city winds around the trunk of a massive wroshyr tree. At the Kachirho starport, you receive a tip that Sera Jossi is looking for some help.

Jossi barely looks up from her datapad when you enter her office. 'Fanatic Wookiees, that's our problem,' she says. 'We don't know what made them crazy. We do know we need help to keep them under control. Bounties are being offered. Now get out there and get to work!' She starts typing on a data terminal, ignoring you completely now.

You make your way down through the tree city to arrive at the forested plains of Kashyyyk. As you approach the appointed coordinates, you can hear the bellows of the mighty Wookiee warriors. You take a moment to consider the wisdom of trying to subdue a Wookiee, and especially one that has somehow been driven berserk.

However, a job is a job, so you advance with caution. Through your electrobinoculars, you spy a Wookiee with black and white fur who is giving orders. Perhaps he is the cause of the Wookiee insanity.

It doesn't take long for one of the crazy Wookiees to find you, and attack with a ferocious charge. It's going to be a long day.



It's a knock-down, drag-out battle, but at last the mighty Wrhisch falls in defeat. You've scored enough bounties for today, and it's time to return to Kachirho and cash in.

You never found out why the Wookiees were going crazy, but that's not your concern at the moment. You return to Sera Jossi and collect your credits, already thinking about where you might be headed when you leave Kashyyyk.

